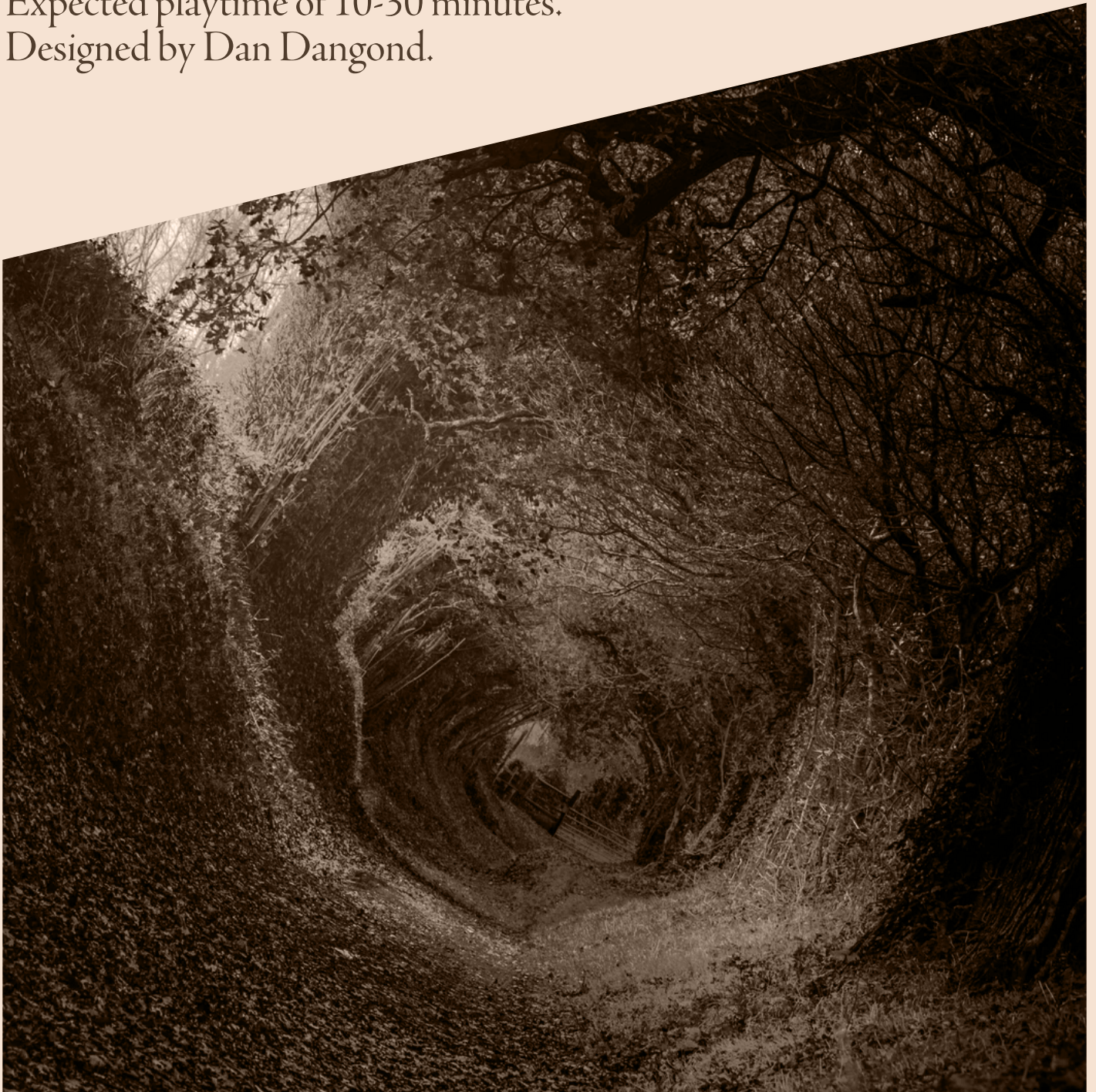


# WANDERLUST **THE RESEARCHER**

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A creative game and tool for generating characters with deep backstories for use in fantasy-oriented TTRPGs.  
Expected playtime of 10-30 minutes.  
Designed by Dan Dangond.



Wanderlust  
The Researcher

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[onward.games/wanderlust/The%20Researcher.pdf](https://onward.games/wanderlust/The%20Researcher.pdf)

# ONWARD!

# INTRODUCTION

Welcome to Wanderlust! Wanderlust is a character creation system designed to help TTRPG players craft more flavorful backgrounds for their PCs. By combining randomized prompts and unexpected events with a baseline built by you, the player, this system ensures you walk away with a different character every time! For reference, three sample characters are included at the end of this book to provide guidance and inspiration for how to play.

## HOW TO PLAY

1) To begin, you must first determine a few basic facts about your character in the **Creation Phase**. This includes details such as their name and age, but you will also be given a Theme to keep in mind during the next phase. If you already have a general idea of what kind of character you want to play, you can either flesh it out further here or skip this section.

2) After your character's baseline is set, you are ready to begin the **Development Phase**. During this phase, you will be presented with various questions that ask you to expand upon your character's backstory. For each question, you will roll on the corresponding prompt table, and you are encouraged to use both the prompt and your character's Theme in your responses. I recommended rolling on all prompt tables first before answering the questions, as this allows you to better consider how the different prompts play into each other. This phase makes up the bulk of the game and is where your character's story gets a chance to form and shine through.

3) Once you have finished answering all of the prompts, you will wrap up with the **Threshold Phase**. In this phase you will summarize your character's goals and determine what causes your character's world to change forever. You will be given a single prompt with which you will create a compelling reason for your character to become an adventurer.

4) Once the Threshold Phase is complete, you're done! Congrats! Feel free to go back and tie together any loose ends if you wish. Alternatively, leave them open for your GM to build into quests!

## REQUIRED MATERIALS

- Pencil and paper or a digital analogue.
- A d20 or a random number generator.

## INSPIRATION

- Ex Novo (Sharkbomb Games)
- Dialect (Thorny Games)
- The Quiet Year (Buried Without Ceremony)
- Universal NPC Emulator (Conjecture Games)
- Artefact (Mousehole Press)

# CREATION PHASE

In the Creation Phase, you will create the base upon which your character will be built. You will do this by writing down some basic information and deciding on a Theme that will help guide you through the rest of the game.

## BASICS

Before getting started, define the basics of your character. Choose their name, age, gender, or any other descriptor that helps you get a vague sense of who they are. You can do this after the Threshold Phase if you prefer naming your character after creating their backstory, but I find it fun and useful to be guided by my character's name during creation.

## THEME

To decide on a Theme for your character, roll on the Theme-Adjective and Theme-Noun tables to generate an adjective and a noun that will define your character. This Theme is meant to guide you as you proceed through the game, so keep it in mind when answering later questions.

Theme - Adjective	
01	Mad
02	Curious
03	Resourceful
04	Self-Doubting
05	Magic
06	Dark
07	Pedantic
08	Sheltered
09	Naive
10	Mysterious
11	Lone
12	Chief
13	Misunderstood
14	Wise
15	Phony
16	Contrarian
17	Skeptic
18	Obsessive
19	Methodical
20	Perfectionist

Theme - Noun	
01	Scientist
02	Inventor
03	Researcher
04	Investigator
05	Mage
06	Alchemist
07	Philosopher
08	Sage
09	Scholar
10	Student
11	Theorist
12	Genius
13	Archaeologist
14	Naturalist
15	Herbalist
16	Historian
17	Cosmologist
18	Seer
19	Runecaster
20	Headmaster

# DEVELOPMENT PHASE

In the Development Phase, you will be presented with various questions that ask you to expand upon your character's backstory. By answering these questions with your character's Theme in mind, you will develop both your character and their place in the world.

## QUESTIONS

Each question in this section is accompanied by a corresponding prompt table. Before answering each question, roll on the prompt table and take the prompt into account when crafting your response. These questions are meant to provoke short, interesting responses; one to two sentences per question is plenty. Although not required, I recommend rolling prompts for all the questions and writing them down before beginning to answer them. This gives you a bigger pool of ideas to draw from as you make connections between the different questions. For the Bonus Question at the end of the development phase, please note that you roll both for the question you will answer and for that question's prompt. Do not answer all of the Bonus Questions, as it will likely make for an overly-complex character with too many plot threads to follow.

### Who Funds Their Research?

*Research isn't free. Large amounts of time and money must be invested to discover anything of value. Who provides this funding to your character?*

- |    |                           |
|----|---------------------------|
| 01 | University                |
| 02 | Library                   |
| 03 | Family                    |
| 04 | Inheritance               |
| 05 | Bartering                 |
| 06 | Mysterious Benefactor     |
| 07 | City                      |
| 08 | Royalty                   |
| 09 | Thievery                  |
| 10 | Black Market              |
| 11 | Cult                      |
| 12 | Temple                    |
| 13 | Local Noble               |
| 14 | Lover                     |
| 15 | Fundraising               |
| 16 | Commonfolk                |
| 17 | Business Owner            |
| 18 | Sale of Research Products |
| 19 | Full-Time Occupation      |
| 20 | No Funding Required       |

### What Do They Research?

*Researchers often have a specialty. What specifically does your character devote their time to? How does this interact with their Theme?*

- |    |               |
|----|---------------|
| 01 | Plants        |
| 02 | Animals       |
| 03 | Magic         |
| 04 | Stars         |
| 05 | Stone/Metals  |
| 06 | Monsters      |
| 07 | Calamity      |
| 08 | Machines      |
| 09 | Agriculture   |
| 10 | Medicine      |
| 11 | History       |
| 12 | Fire/Elements |
| 13 | Curses        |
| 14 | Dreams        |
| 15 | Warfare       |
| 16 | Ruins         |
| 17 | Gods          |
| 18 | Weather       |
| 19 | Life/Death    |
| 20 | Mysteries     |



### Where Do They Do Their Research?

*Research is never done in a vacuum. A researcher needs space to make new discoveries. Where does your character undertake their studies?*

- |    |                   |
|----|-------------------|
| 01 | Home              |
| 02 | Library           |
| 03 | University        |
| 04 | In The Field      |
| 05 | Laboratory        |
| 06 | In Isolation      |
| 07 | Shop              |
| 08 | Observatory       |
| 09 | Traveling         |
| 10 | Temple            |
| 11 | Forest            |
| 12 | Cave              |
| 13 | Tower             |
| 14 | Prison            |
| 15 | Workshop          |
| 16 | Cabin             |
| 17 | Disaster Site     |
| 18 | Magical Site      |
| 19 | Secret Location   |
| 20 | Anywhere They Can |

### Why Do They Do Their Research?

*Research is rarely aimless. Researchers usually have some goal they are trying to achieve. Why are they undertaking their research?*

- |    |                                  |
|----|----------------------------------|
| 01 | Ambition                         |
| 02 | Desire For Knowledge             |
| 03 | Personal Connection To The Topic |
| 04 | Betterment Of Society            |
| 05 | Somebody's Gotta Do It           |
| 06 | Proving A Point                  |
| 07 | Just A Job                       |
| 08 | Divine Mandate                   |
| 09 | Out Of Spite                     |
| 10 | No Choice/Forced To              |
| 11 | On A Whim                        |
| 12 | Impressing Someone               |
| 13 | Proving Themselves               |
| 14 | Reflection Of Personal Values    |
| 15 | Researcher Since Childhood       |
| 16 | Only Thing They Feel They Can Do |
| 17 | Enjoyment                        |
| 18 | For The Sake Of Research         |
| 19 | Proving Someone Wrong            |
| 20 | Competitive Spirit               |

### How Do They Do Their Research?

*Different researchers have different approaches to how they conduct their research. How does your character tackle their research?*

- |    |                                |
|----|--------------------------------|
| 01 | Quantity Over Quality          |
| 02 | Quality Over Quantity          |
| 03 | Meticulous Attention To Detail |
| 04 | With A Mentor                  |
| 05 | With A Colleague               |
| 06 | With Assistants                |
| 07 | Refusing Help                  |
| 08 | In Secret                      |
| 09 | Over-Planning                  |
| 10 | Winging It                     |
| 11 | Procrastinating                |
| 12 | Extensive Note-Taking          |
| 13 | All Day, Every Day             |
| 14 | Only When They Need To         |
| 15 | Interviewing People            |
| 16 | Lots Of Books                  |
| 17 | Passive Observation            |
| 18 | Experimentation                |
| 19 | Guided By Their Intuition      |
| 20 | Without Formal Training        |

### Bonus Question - Roll and Answer

*Roll on this table, then roll on the corresponding question's table. Use this as an opportunity to tie their personality to the other responses.*

- |    |                                   |
|----|-----------------------------------|
| 01 | What Is Their Greatest Regret?    |
| 02 | What Are They Proud Of?           |
| 03 | What Secret Do They Hide?         |
| 04 | What Do They Most Desire?         |
| 05 | What Is Their Greatest Flaw?      |
| 06 | What Is Their Greatest Strength?  |
| 07 | What Is Their Greatest Fear?      |
| 08 | What Angers Them?                 |
| 09 | What Do They Stand For?           |
| 10 | What Do They Respect?             |
| 11 | What Would They Die For?          |
| 12 | What Burdens Do They Carry?       |
| 13 | What Possession Do They Treasure? |
| 14 | What Do They Miss?                |
| 15 | Who Do They Admire Most?          |
| 16 | Who Do They Dislike?              |
| 17 | Who Have They Helped?             |
| 18 | Who Helped Them?                  |
| 19 | Who Have They Hurt?               |
| 20 | Who Hurt Them?                    |

### What Is Their Greatest Regret?

*Everyone has regrets. Your character regrets one thing in particular above all else. What do they regret the most? What happened?*

- |    |                               |
|----|-------------------------------|
| 01 | A Broken Relationship         |
| 02 | Death Of Someone Close        |
| 03 | Not Being There For Someone   |
| 04 | A Fight                       |
| 05 | An Accident                   |
| 06 | Not Standing Up For Something |
| 07 | A Broken Community            |
| 08 | Time Wasted                   |
| 09 | Words Left Unsaid             |
| 10 | Not Making Amends             |
| 11 | Settling Down                 |
| 12 | Being Too Trusting            |
| 13 | A Bad Deal                    |
| 14 | Lack Of A Childhood           |
| 15 | Hurting Someone               |
| 16 | A Missed Opportunity          |
| 17 | Leaving Something Behind      |
| 18 | Leaving Someone Behind        |
| 19 | A Betrayal                    |
| 20 | A Failure                     |

### What Are They Proud Of?

*Too much pride can be harmful to others. A lack of pride can be harmful to oneself. What is your character proud of? How proud are they?*

- |    |                       |
|----|-----------------------|
| 01 | Their Work            |
| 02 | Their Title           |
| 03 | Their Family          |
| 04 | Their Relationships   |
| 05 | Their Ancestors       |
| 06 | Their Knowledge       |
| 07 | Their Skills          |
| 08 | Their Accomplishments |
| 09 | Their Travels         |
| 10 | Their Dedication      |
| 11 | Their Wealth          |
| 12 | Their Traditions      |
| 13 | Their Values          |
| 14 | Their Success         |
| 15 | Their Nation          |
| 16 | Their Appearance      |
| 17 | Their Possessions     |
| 18 | Their Popularity      |
| 19 | Their Independence    |
| 20 | Their Community       |

### What Secret Do They Hide?

*Secrets have a way of coming to light if you're not careful. What secrets does your character hold? What would it mean if they were discovered?*

- |    |                           |
|----|---------------------------|
| 01 | Romance                   |
| 02 | Addiction                 |
| 03 | Criminal Activity         |
| 04 | Alter Ego                 |
| 05 | Family History            |
| 06 | Personal History          |
| 07 | Ideology                  |
| 08 | A Debt                    |
| 09 | A Lie                     |
| 10 | Dislike Towards Someone   |
| 11 | An Embarrassing Incident  |
| 12 | A Fear                    |
| 13 | A Mistake                 |
| 14 | A Failure                 |
| 15 | Not Who They Say They Are |
| 16 | Guilt                     |
| 17 | Connection To Group       |
| 18 | Connection To Person      |
| 19 | An Insecurity             |
| 20 | A Regret                  |

### What Do They Most Desire?

*A strong desire can easily become the driving force behind everything a person does if they can't control it. What do they desire? Can they control it?*

- |    |                     |
|----|---------------------|
| 01 | Fame                |
| 02 | Fortune             |
| 03 | Love                |
| 04 | Respect             |
| 05 | Justice             |
| 06 | Power               |
| 07 | Wealth              |
| 08 | Adoration           |
| 09 | Peace               |
| 10 | Knowledge           |
| 11 | Friends             |
| 12 | Family              |
| 13 | Success             |
| 14 | Becoming The Best   |
| 15 | A Challenge         |
| 16 | Revenge             |
| 17 | Freedom             |
| 18 | Protecting The Weak |
| 19 | Equality            |
| 20 | Atonement           |

### What Is Their Greatest Flaw?

*Nobody is perfect. It is our imperfections that make us who we are. What is your character's greatest flaw? How has it bitten them in the back?*

- |    |                        |
|----|------------------------|
| 01 | Arrogant               |
| 02 | Impatient              |
| 03 | Greedy                 |
| 04 | Easy To Anger          |
| 05 | Stubborn               |
| 06 | Indecisive             |
| 07 | Pretentious            |
| 08 | Rebellious             |
| 09 | Boastful               |
| 10 | Immature               |
| 11 | Naive                  |
| 12 | Perfectionist          |
| 13 | Tactless               |
| 14 | Self-Righteous         |
| 15 | Know-It-All            |
| 16 | Superstitious          |
| 17 | Overly Competitive     |
| 18 | Gullible               |
| 19 | Can't Keep A Secret    |
| 20 | Bad Judge Of Character |

### What Is Their Greatest Strength?

*Everyone has something they are good at. What personality trait allows your character to stand out above the rest?*

- |    |                     |
|----|---------------------|
| 01 | Patient             |
| 02 | Decisive            |
| 03 | Cool Under Pressure |
| 04 | Compassionate       |
| 05 | Loyal               |
| 06 | Encouraging         |
| 07 | Humble              |
| 08 | Reliable            |
| 09 | Born Leader         |
| 10 | Resourceful         |
| 11 | Tactful             |
| 12 | Witty               |
| 13 | Courageous          |
| 14 | Optimistic          |
| 15 | Inventive           |
| 16 | Resilient           |
| 17 | Principled          |
| 18 | Driven              |
| 19 | Charming            |
| 20 | Honest              |

### What Is Their Greatest Fear?

*Fear paralyzes even the strongest people. It tugs at your heart until you can't think straight. What does your character fear above all else? Why?*

- |    |                                |
|----|--------------------------------|
| 01 | Being Alone                    |
| 02 | Being Hated                    |
| 03 | Heights                        |
| 04 | Being Abandoned                |
| 05 | Ghosts/Undead                  |
| 06 | Water                          |
| 07 | The Gods                       |
| 08 | Caverns                        |
| 09 | Fire                           |
| 10 | Failure                        |
| 11 | Criticism                      |
| 12 | Hurting Others                 |
| 13 | Loss of Status                 |
| 14 | Secret Revealed                |
| 15 | Their Past                     |
| 16 | Disappointing Others           |
| 17 | Being Unworthy                 |
| 18 | A Specific Person              |
| 19 | Something They Encounter Often |
| 20 | A Specific Place               |

### What Angers Them?

*Anger, like fire, can easily grow out of control and consume the wielder, but it can also be a powerful tool. What throws your character into a rage?*

- |    |                           |
|----|---------------------------|
| 01 | Being Disrespected        |
| 02 | Being Ignored             |
| 03 | Being Embarrassed         |
| 04 | Failure                   |
| 05 | Disrespect Towards Nature |
| 06 | Being Wronged             |
| 07 | Perfectionism             |
| 08 | Self-Righteousness        |
| 09 | Loss Of Trust             |
| 10 | Bigotry                   |
| 11 | Greed                     |
| 12 | Stubbornness              |
| 13 | Crime                     |
| 14 | Pretentiousness           |
| 15 | Authority/Rules           |
| 16 | Their Past                |
| 17 | A Specific Person         |
| 18 | The Gods                  |
| 19 | The Wealthy               |
| 20 | Tyranny                   |



### What Do They Stand For?

*Those who stand for nothing will fall for anything. What moral values does your character believe in above all else? What pushed them to take this stance?*

- |    |                |
|----|----------------|
| 01 | Freedom        |
| 02 | Justice        |
| 03 | Law            |
| 04 | Equality       |
| 05 | Fairness       |
| 06 | Loyalty        |
| 07 | Forgiveness    |
| 08 | Truth          |
| 09 | Respect        |
| 10 | Duty           |
| 11 | Patriotism     |
| 12 | Integrity      |
| 13 | Courage        |
| 14 | Compassion     |
| 15 | Peace          |
| 16 | Responsibility |
| 17 | Humility       |
| 18 | Redemption     |
| 19 | Hard Work      |
| 20 | Cooperation    |

### What Do They Respect?

*Earning someone's respect is a tricky task that varies from person to person. What actions can be done by others to earn your character's respect?*

- |    |                        |
|----|------------------------|
| 01 | Help The Needy         |
| 02 | Victory In Competition |
| 03 | Hard Work              |
| 04 | Selflessness           |
| 05 | Determination          |
| 06 | Mutual Respect         |
| 07 | Loyalty                |
| 08 | Humility               |
| 09 | Self-Reliance          |
| 10 | Leadership             |
| 11 | Bravery                |
| 12 | Power                  |
| 13 | Wealth                 |
| 14 | Redemption             |
| 15 | Cooperation            |
| 16 | Lawfulness             |
| 17 | Community              |
| 18 | Love For Nature        |
| 19 | Care For The Weak      |
| 20 | Honesty                |

### What Would They Die For?

*To give one's life for something is the ultimate sacrifice. What is so important to your character that they would die to protect or accomplish it?*

- |    |                                  |
|----|----------------------------------|
| 01 | A Loved One                      |
| 02 | A Friend                         |
| 03 | A Secret                         |
| 04 | A Ruler                          |
| 05 | A Belief                         |
| 06 | Someone Who Earned Their Respect |
| 07 | A Family Member                  |
| 08 | The Helpless                     |
| 09 | Their Home                       |
| 10 | Their Morals                     |
| 11 | Redemption                       |
| 12 | A Cause                          |
| 13 | Their Honor                      |
| 14 | Revenge                          |
| 15 | Their Community                  |
| 16 | The Innocent                     |
| 17 | Freedom                          |
| 18 | A Life Debt                      |
| 19 | Nature                           |
| 20 | The Greater Good                 |

### What Burdens Do They Carry?

*Sometimes, an event is so impactful that it changes you fundamentally as a person. What burdens from their past does your character carry?*

- |    |                |
|----|----------------|
| 01 | A Betrayal     |
| 02 | A Secret       |
| 03 | A Death        |
| 04 | A Crime        |
| 05 | A Relationship |
| 06 | A Romance      |
| 07 | A Failure      |
| 08 | A Mistake      |
| 09 | A Curse        |
| 10 | A Punishment   |
| 11 | A Shame        |
| 12 | A Scandal      |
| 13 | A Regret       |
| 14 | A Sorrow       |
| 15 | A Heartache    |
| 16 | A Fear         |
| 17 | A Trauma       |
| 18 | A Memory       |
| 19 | An Addiction   |
| 20 | An Obsession   |

### What Possession Do They Treasure?

*A person can find meaning in their possessions in many different ways. What possession does your character hold dear? What makes it special?*

- |    |                   |
|----|-------------------|
| 01 | A Locket          |
| 02 | A Letter          |
| 03 | A Tool            |
| 04 | A Weapon          |
| 05 | A Skill           |
| 06 | A Map             |
| 07 | A Drawing         |
| 08 | A Ticket          |
| 09 | A Book            |
| 10 | A Trinket         |
| 11 | A Journal         |
| 12 | A Coin            |
| 13 | A Note            |
| 14 | A Gemstone        |
| 15 | A Piece Of Fabric |
| 16 | A Recipe          |
| 17 | A Toy             |
| 18 | A Key             |
| 19 | An Heirloom       |
| 20 | An Instrument     |

### What Do They Miss?

*Distance makes the heart grow fonder. As a result of something in their past, your character is separated from something they miss. What?*

- |    |                        |
|----|------------------------|
| 01 | A Childhood Friend     |
| 02 | A Colleague            |
| 03 | A Family Member        |
| 04 | A Lover                |
| 05 | A Mentor               |
| 06 | A Student              |
| 07 | A Rival                |
| 08 | Their Community        |
| 09 | Their Home             |
| 10 | Being Adored           |
| 11 | Traveling              |
| 12 | A Simple Life          |
| 13 | Freedom                |
| 14 | Spirituality           |
| 15 | Peace                  |
| 16 | An Exclusive Group     |
| 17 | Their Childhood        |
| 18 | Their Pride            |
| 19 | Their Honor            |
| 20 | Their Sense of Purpose |

### Who Do They Admire Most?

*Our heroes inspire and push us to be more like them. Who does your character idolize? What about them draws your character's admiration?*

- |    |                    |
|----|--------------------|
| 01 | People Of The Past |
| 02 | A Legendary Figure |
| 03 | Royalty            |
| 04 | A Friend           |
| 05 | A Relative         |
| 06 | An Exclusive Group |
| 07 | A Lover            |
| 08 | A Colleague        |
| 09 | A Mentor           |
| 10 | A Student          |
| 11 | A Hero             |
| 12 | A Rebel            |
| 13 | A Leader           |
| 14 | An Innovator       |
| 15 | A Risk-Taker       |
| 16 | A Spiritual Person |
| 17 | A Selfless Person  |
| 18 | A Wise Person      |
| 19 | An Expert          |
| 20 | A Survivor         |

### Who Do They Dislike?

*Our enemies inspire and push us to be less like them. Who does your character dislike or hate? What about them draws your character's ire?*

- |    |                    |
|----|--------------------|
| 01 | People Of The Past |
| 02 | A Legendary Figure |
| 03 | Royalty            |
| 04 | A Challenger       |
| 05 | A Rival            |
| 06 | An Enemy           |
| 07 | A Relative         |
| 08 | A Colleague        |
| 09 | An Exclusive Group |
| 10 | A Leader           |
| 11 | A Rebel            |
| 12 | A Hypocrite        |
| 13 | A Competitor       |
| 14 | A Selfish Person   |
| 15 | A Liar             |
| 16 | A Cheater          |
| 17 | A Thief            |
| 18 | A Bigot            |
| 19 | A Coward           |
| 20 | A Murderer         |

### Who Have They Helped?

*Who a person takes the time to help goes a long way to showing their character. Who has your character helped in the past? In what way?*

- |    |                   |
|----|-------------------|
| 01 | The Poor          |
| 02 | The Needy         |
| 03 | A Friend          |
| 04 | A Relative        |
| 05 | A Lover           |
| 06 | A Ruler           |
| 07 | A Mentor          |
| 08 | A Student         |
| 09 | A Stranger        |
| 10 | A Criminal        |
| 11 | A Hero            |
| 12 | A Rebel           |
| 13 | A Liar            |
| 14 | A Rival           |
| 15 | An Enemy          |
| 16 | Their Community   |
| 17 | A Secretive Group |
| 18 | A Religious Group |
| 19 | An Outcast        |
| 20 | A Dying Person    |

### Who Helped Them?

*A helping hand in a time of need can make all the difference in one's life. Who has lent such a hand to your character? How did they help?*

- |    |                   |
|----|-------------------|
| 01 | The Poor          |
| 02 | The Needy         |
| 03 | A Friend          |
| 04 | A Relative        |
| 05 | A Lover           |
| 06 | A Ruler           |
| 07 | A Mentor          |
| 08 | A Student         |
| 09 | A Stranger        |
| 10 | A Criminal        |
| 11 | A Hero            |
| 12 | A Rebel           |
| 13 | A Liar            |
| 14 | A Rival           |
| 15 | An Enemy          |
| 16 | Their Community   |
| 17 | A Secretive Group |
| 18 | A Religious Group |
| 19 | An Outcast        |
| 20 | A Dying Person    |

### Who Have They Hurt?

*Sometimes, we hurt other people in our lives either intentionally or unintentionally. Who has your character hurt through their actions? How?*

- |    |                          |
|----|--------------------------|
| 01 | A Friend                 |
| 02 | A Family Member          |
| 03 | A Lover                  |
| 04 | A Ruler                  |
| 05 | A Mentor                 |
| 06 | A Student                |
| 07 | A Rival                  |
| 08 | A Criminal               |
| 09 | An Outcast               |
| 10 | A Colleague              |
| 11 | A Hero                   |
| 12 | Nature                   |
| 13 | A Secretive Group        |
| 14 | A Religious Group        |
| 15 | A God                    |
| 16 | Someone Who Trusted Them |
| 17 | Someone Innocent         |
| 18 | Someone Powerful         |
| 19 | Someone Wealthy          |
| 20 | Their Community          |

### Who Hurt Them?

*A breach of trust can cause irreparable damage to a relationship. Who has hurt your character in the past? What did they do?*

- |    |                          |
|----|--------------------------|
| 01 | A Friend                 |
| 02 | A Family Member          |
| 03 | A Lover                  |
| 04 | A Ruler                  |
| 05 | A Mentor                 |
| 06 | A Student                |
| 07 | A Rival                  |
| 08 | A Criminal               |
| 09 | An Outcast               |
| 10 | A Colleague              |
| 11 | A Hero                   |
| 12 | Nature                   |
| 13 | A Secretive Group        |
| 14 | A Religious Group        |
| 15 | A God                    |
| 16 | Someone Who They Trusted |
| 17 | Someone Adored By Others |
| 18 | Someone Powerful         |
| 19 | Someone Wealthy          |
| 20 | Their Community          |

# THRESHOLD PHASE

In the Threshold Phase, you will wrap up character creation by summarizing your character so far and applying a twist to their story to set them off on their adventure.

## SUMMARY

Take a moment to write down a 1-2 sentence summary of your character by answering the following questions:

**What is at stake for them?**

**What do they care about?**

## ADVENTURE PROMPT

Using everything you have created so far, roll on the Adventure Prompt table and explain what happens and how your character responds. Your response here is the explanation for why your character is going on an adventure, so keep that in mind.

Adventure Prompt	
01	Research Is Stolen
02	Research Is Halted
03	Research Is Destroyed
04	Research Is Misused By Someone Else
05	Competing Research Surpasses Findings
06	Further Research Is Forbidden
07	New Research Lead Is Discovered
08	Research Succeeds With Consequences
09	Research Fails With Silver Lining
10	Entire Basis Of Research Is Flawed
11	New Discovery Makes Research Obsolete
12	Research Details Leaked Publicly
13	Access To Research Lost
14	Research Capabilities Lost
15	Research Findings Are Misinterpreted
16	Political Turmoil Affects Research
17	Interpersonal Conflict Affects Research
18	Personal Tragedy Derails Research
19	Unexpected Side Effects On Surroundings
20	Unexpected Side Effects On Character

## WRAPPING UP

Congratulations, you're done! Feel free to go back and tie up loose ends or leave them open for your GM to create quests with!

CHARACTER NAME

# THE RESEARCHER

also known as

THE

THEME

## DEVELOPMENT

Who funds their research?

What do they research?

Where do they do their research?

Why do they do their research?

How do they do their research?

Bonus:

## THRESHOLD

What is at stake for them? What do they care about?

Adventure Prompt:



# Marius Sylensis

CHARACTER NAME

## THE RESEARCHER

also known as

THE Mad Seer

THEME

### DEVELOPMENT

Who funds their research?

(Local Noble)

Marius is in the employ of a local ruler who uses his services to predict and respond to future disasters.

What do they research?

(Calamity)

Visions of disaster in the future.

Where do they do their research?

(Home)

In his sleep. They are not allowed to enter the palace grounds unless called upon by the ruler.

Why do they do their research?

(No Choice/Forced To)

He has no choice. If he sleeps, he sees.

How do they do their research?

(Quantity Over Quality)

Marius drifts blindly through his dreams, which are filled with countless horrors from across time and space. He occasionally sees something useful.

Bonus: What is their greatest regret?

(Bad Deal)

Marius regrets making a deal with a demon in a dream after his coastal hometown was destroyed by a powerful storm.

### THRESHOLD

What is at stake for them? What do they care about?

Marius wishes for nothing more than for the dreams to cease, but the local ruler pays him handsomely for his services, and he has yet to find a cure.

Adventure Prompt: Research is Stolen

Desperate, Marius turned to the Fey, who promised that they would take away his visions. However, after sealing the deal, he discovered that they had taken his ability to see useful visions, and left behind the rest. Now unable to help the ruler, he must try to reverse at least one of the curses before he goes mad.

# Elena Battlewood

CHARACTER NAME

## THE RESEARCHER

also known as

THE Pedantic Scholar

THEME

### DEVELOPMENT

Who funds their research?

(University)

Elena is employed as a professor at a university in a major city, and she can often be found bickering over minor historical details with her students when there.

What do they research?

(History)

The history of the world's nations and current politics.

Where do they do their research?

(In The Field)

Elena often travels to the various cities on the continent to speak with nobles and other dignitaries.

Why do they do their research?

(Personal Connection To The Topic)

Elena is a bastard daughter of one of Kaleshan's kings, and since discovering this from her mother, has pushed herself to prove herself worthy of her father's notice.

How do they do their research?

(With Assistants)

While she busies herself with catching up on current politics, she gives her students assignments to research the past, which she reads while traveling. She has also notably taken the time to compile these assignments into well-regarded histories of the world's nations (with proper credit given, of course).

Bonus: What secret do they hold?

(Romance)

Elena has formed a secretive budding relationship with the crown prince of a nation that holds a grudge against her father's nation.

### THRESHOLD

What is at stake for them? What do they care about?

Elena hopes that by pursuing this education, she will gain the respect of her father and be adopted as a true member of the royal family.

Adventure Prompt: Research is Halted

Her relationship with the crown prince was exposed to the university's leadership by a jealous suitor, and she has been placed on administrative leave while the bureaucracy determines whether or not to fire her. Cut off from her most valuable resource, her access to the courts, she must now find some other means of gaining her father's respect.

# Humphrey Glass

CHARACTER NAME

## THE RESEARCHER

also known as

THE Self-Doubting Sage

THEME

### DEVELOPMENT

Who funds their research?

(Black Market)

The local black market sees great value in the concoctions Humphrey makes for them, and rewards him handsomely in turn. Without this connection, he would hardly be able to afford even half the collection he currently owns.

What do they research?

(Plants)

Humphrey is an avid collector of exotic plants, and uses his skills as an apothecary to research their properties.

Where do they do their research?

(Secret Location)

Most of his work with exotic plants is done in a secret basement beneath the floorboards of his shop, the entrance hidden under some supplies behind the counter.

Why do they do their research?

(Out Of Spite)

His father once told him that his "obsession" with plants would never amount to anything more than a simple hobby, and that he should drop it to focus on more practical skills. Naturally, Humphrey wants to prove his father wrong.

How do they do their research?

(Refusing Help)

He keeps his research secret from prying eyes. If discovered, he risks losing everything. As such, he works alone.

Bonus: What do they most desire?

(Fame)

Humphrey wants to be known as the greatest collector of plants on the continent.

### THRESHOLD

What is at stake for them? What do they care about?

Humphrey wants to prove to himself that his father was wrong about him and his plants.

Adventure Prompt: *New Research Lead is Discovered*

A rumor arrives at Humphrey's shop suggesting that a legendary plant believed to be mythical has been found by someone far down the rumor chain. Wanting, no, needing this plant for his collection, he sets out to track it down.